

Nathan Burgers

Full-Stack Software Engineer

Education

2012-Present **Computer Science**, *University at Buffalo*, 3.7/4.0.

Professional Experience

2015-Present **Systems Developer**, *Bloomberg LP*, New York, New York.

Work on a team of developers that create new developer tools and user experience technologies for the Bloomberg Professional Service.

Detailed achievements:

- Created and peer reviewed proposals for new user experience systems
- Introduced new features into large, existing codebases
- Created software libraries that enable trusted application configuration

2011-2014 **iOS & Full-Stack Web Developer**, *Refulgent Software LLC.*, Amherst, New York.

Work on a team of developers that create a restaurant Point of Sale system for iOS. Design, develop, and maintain secure automated financial systems.

Detailed achievements:

- Actively worked with a team on a large-scale Objective-C code-base
- Created functional Objective-C libraries that provide: infinite data structures, implicit memoization, and parser generation
- Automated software licensing over encrypted, timestamped channels
- Developed API frontend
- Designed and developed new iOS UI components

Open Source Work

2013-2015 **MLRTEMS**, *Research under Professor Lukasz Ziarek*, University at Buffalo.

An extension of the MLton Standard-ML compiler for interfacing with the RTEMS real-time embedded systems executive, which aims to provide real-time guarantees to embedded functional programming.

Extracurricular Activity

2013 Creator of the Lark Language, Top 10, Most Technically Challenging, and Best iOS App at MHacks

github.com/nateburgers/LarkDemo

2013 iOS Developer of Playper, Top 10 at HackMIT

github.com/nateburgers/Playper

2013 Google Summer of Code: Developed an automatic, ad-hoc build toolchain for the RTEMS real-time embedded systems executive.

2012-Present Member of the University at Buffalo chapter of The Association for Computing Machinery

2012-Present Volunteer for UBHacking, the University at Buffalo Hackathon

Skills

Development Languages and DSLs, Back-End Server Systems, iOS

Languages C++, C, Objective-C, Haskell, Ocaml, Standard-ML, Erlang (& Familiar with Others)

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